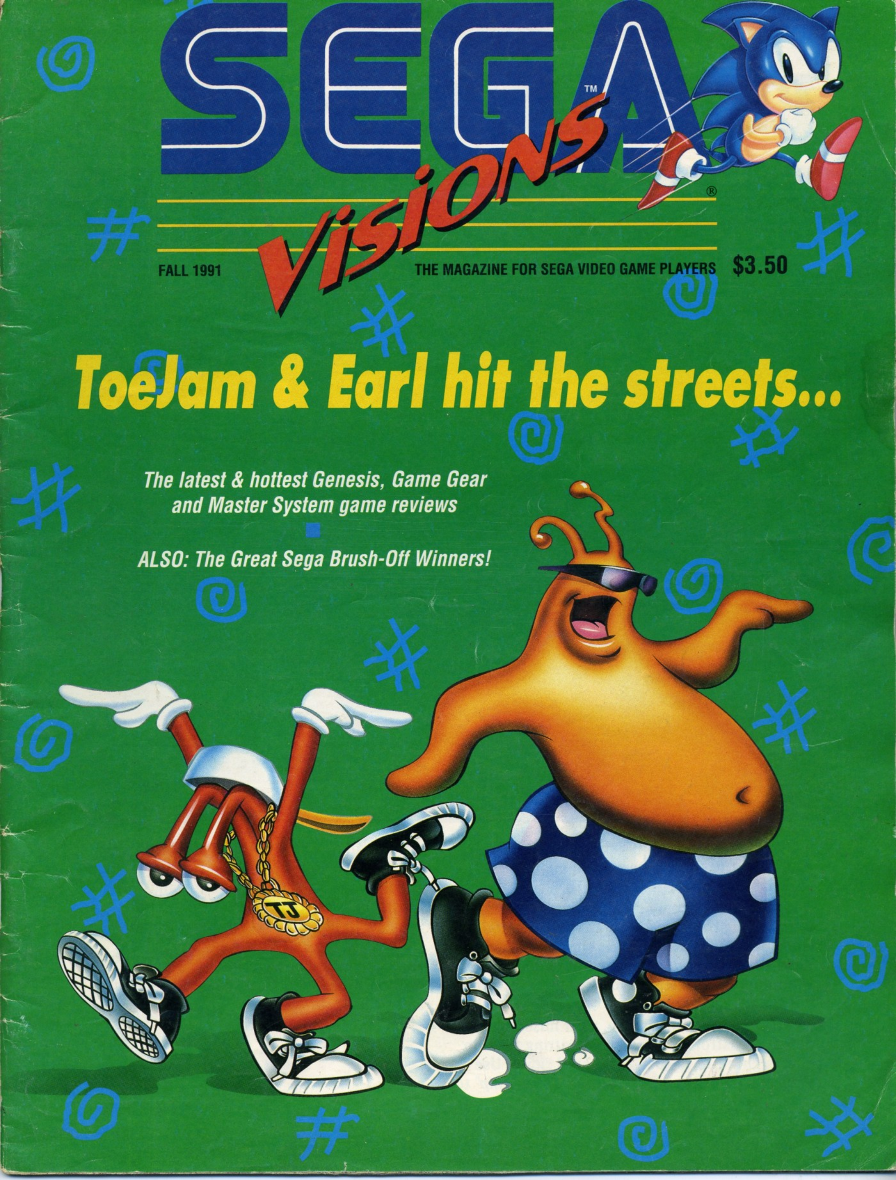

SEGA™ Visions®
FALL 1991
THE MAGAZINE FOR SEGA VIDEO GAME PLAYERS
$3.50
ToeJam & Earl hit the streets...
The latest & hottest Genesis, Game Gear and Master System game reviews
ALSO: The Great Sega Brush-Off Winners!
TJ

LEAP INTO ACTION!

Marvel Land™

OFFICIAL SEGA GENESIS SEAL OF QUALITY









Incredible dangers await you, Prince Talmit, as you set out to rescue the wildest amusement park ever built – **MARVEL LAND!**

Dodge massive enemy assaults while hanging on to rollicking roller coasters. Take tremendous leaps between gigantic Ferris wheels! Escape King Mole's wrath by diving through hidden warp doors that teleport you instantly throughout the park.

As Prince of the Dragonmen, your mission is to defeat monstrous Bosses by outwitting them in challenging games such as Musical Holes. Use your greatest weapon, the power "*Spirit Whip*" to destroy all invaders in this **8 MEGABIT** wonder from Namco! Get set for fantastic Bonus Round action in the Namco Light Parade and earn Big Points! Death defying adventure awaits as you struggle to liberate **Marvel Land** from the clutches of the evil Mole King.

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SCRATCHING ATV BEASTS

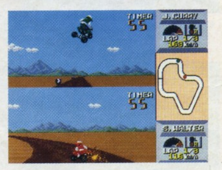
QUAD CHALLENGE™

OFFICIAL SEGA GENESIS SEAL OF QUALITY









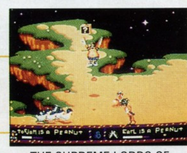
Screaming all-terrain vehicles claw for traction on a snaky dirt track. Racing these beasts demands your sharpest animal instincts and lightning reflexes. Slam into rises and conquer huge jumps. Downshift and countersteer in tight corners. Coax knobby tires to grab for traction through hairpin turns. Control four-wheel drift and torque up to brain-warping speed!

QUAD CHALLENGE powershifts you across America's greatest dirt tracks. Select one of four ATVs - each with its own combo of speed and handling. Then blast your way through 9 grueling tracks against a friend, or play the Circuit Championship - a 16 track password race to glory.

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THE SUPREME LORDS OF FUNK GET DOWN AND GET PERSONAL - P. 22

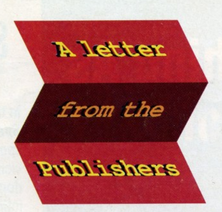


NILES AND SONIC WANT YOU- GET THE SCOOP ON PP. 20 & 21

Ad Index



There's No Such Thing As Unsportsmanlike Conduct.
SPEEDBALL 2
BRUTAL DELUXE
In the year 2100, Speedball 2 is the only sport in town. It's a vicious game of physical dominance, animalistic intimidation and reckless destruction. Sure, strategy's vital to scoring points. But only raw force can keep you alive. So don't even think about whining when you take a cheap-shot—because it only gets worse.
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Make player trades, roster changes and equipment purchases on your way to the WSL title.
Hit the deadly playfield—with its countless scoring opportunities—and always watch your back.
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Hello, Sega Gamers:

You know, some people think you shouldn't blow your own horn. But what can you do when you know you're at the top of the heap? It's hard not to brag.

Well, that's the position we're in here at Sega. When you, the hottest gamers going, keep coming back for more, and keep telling us how awesome we are, it's hard to stay modest. Being the greatest doesn't have a thing to do with quantity; it's all in the quality. And no one -- absolutely no one -- can touch us there. No question, guys, Sega is the leader when it comes to video game excellence.

Take 16-bit: nobody even comes close. Genesis reigns supreme. By the end of the year, we'll have more than 100 16-bit games out for you to jam on. With even more coming all the time from our 23-member team of game design firms.

Portable systems? No contest. The difference between our color Game Gear and that other big-name portable is as clear as black and white. We're bringing out new Game Gear carts all the time -- we've reviewed a whole bunch for you in this very issue. Take a look for yourself.

Don't forget 8-bit and arcades! Sega Master System II holds its own very well, thank you. And without Sega machines, arcades would be bleak places.

We aren't just cranking out boring cart after boring cart either. Our games are always breaking technological ground, testing the waters of new techniques, and blasting past creative limits. You're playing video games for a good time, right? And that's exactly what Sega's technically complex, creatively outrageous games deliver. Just look at the artwork in any of our games. Check out the def dance moves of *ToeJam and Earl* or try to clock Sonic's super speed. These are sights you'll only see at Sega.

So sit back, relax, and give those nimble button-pushing fingers a rest while you read through this issue of VISIONS. We'll bring you up to speed on new titles, what's coming, and give you a chance to "meet" the funkiest aliens ever to crash-land on Earth, *ToeJam and Earl*. Party down, dudes and dudettes!

Al Nilsen & Bob Harris
Publishers



VOL 1 ISSUE 6 FALL 1991

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BACK TO THE FUTURE PART III
Sweet Clara Clayton's wagon is totally out of control, and only your wild ride through the desert—jumping barrels, dodging vultures and ducking bullets—can save her.
SALOON
It's up to you to save the town and take out all of Buford Tannen's yellow-bellied, villainous gun men—with pie plates as your only weapon.
Ride your hoverboard onto the speeding train, then leap from coach to coach—fighting gun men and jumping obstacles—to get to the engine in time to make it back to the future.
Rustle Up Some Rip-Roarin' Arcade Action.
Everything you'd expect in a great Western: Good guys, bad guys, street-clearing showdowns, a pretty lady in distress...and a time machine that does 88 MPH. Too bad you've got no gas left to run it—and the nearest gas-station is decades down the road. Your only option is to catch Doc Brown's train to the future. But you've got three levels of joystick-jumpin' action—Clara Clayton's runaway buggy, Buford Tannen's gang, and old Mad Dog Buford himself—standing between you and the Doc's 20th-century express. So don't miss your train—because the next stop is more than a century away.
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The Game Doctor Answers The Most Commonly -Asked Sega Questions!

Q: ***I own a Sega Master System and five games, but* Sega Visions' *game reviews for SMS include only new games. Please review some older titles like After Burner, Shinobi, etc.***

A: We'd like to be able to cover the entire library of Sega Master System and Genesis games each issue, but we are faced with space restrictions. We only have so many pages in each issue, and with Sega and its third-party publishers producing so many great new games, we're hard pressed to keep up with the new releases, much less older, classic games.

Q: ***I am writing in response to your reply about the Sega of America (SOA) and Sega of Japan (SOJ) markets in the April/May issue of* Sega Visions. *While I understand SOA's position, I don't like it. As far as I've been able to determine, almost every game for the Genesis System is released in Japan first, then some are released in the U.S. This makes sense for some games, like those based on Japanese animation or with a strong Japanese cultural theme, or those restricted for licensing reasons, but why does this market have priority?. . . I'd really like to know how these decisions are made.***

A: I understand your feelings, but keep a couple of things in mind. Games developed in Japan are aimed primarily at the Japanese audience. SOJ and SOA jointly review these products to determine which will be appropriate for the U.S. market.

Marketing analysis, consultation and testing takes place to determine whether a foreign product should be released in the U.S. Every year, thousands of books, movies, TV shows, etc. are produced overseas; very few make it to the U.S. It's not a conspiracy, it's simply a fact that different audiences prefer different products. Some games have a universal appeal, and both SOJ and SOA are delighted when these come along. Others don't.

SOA is now developing its own games for the U.S. market, along with a number of third-party publishers, and many of these games probably won't be released in Japan.

Q: ***I have a question concerning the maximum number of megs a Genesis game can have. I thought 8-megs was the most, but now we're seeing games with 12-megs. Is the Genesis System more powerful than previously thought and will we see more games of this caliber?***

A: The maximum number of megs the Genesis can run isn't clearly defined yet but, I'd like to deflect your question slightly and discuss a related subject that is even more important.

We're constantly being shown comparative specs on various video game systems. The number of colors, sprites, the speed, etc. have all been overused and I suspect most of us are still no closer to understanding what it all means. In the next year you will probably see very few 12-meg Genesis games. These high memory carts are very expensive, but more important, the Genesis System programmers are able to pack more action, speed and colors into less and less space. It all has to do with "compression." This is the process by which data is squeezed into smaller and smaller packages. Once that data has been compressed, however, it must then be decompressed in order for the game to be played. When this is done you can lose speed, but Sega has now developed the ability to decompress, without a significant slowdown - just look at *Sonic the Hedgehog*, which didn't take anything close to 12-megs to produce. Sega will continue to max-out 4 and 6-meg games in this manner.

If you really want to know what kind of power a system has, check out its best games. A system's top games represent state-of-the-art for that game machine. The proof of a game is more than the sum of its colors and running speed. It's in the playing.

I want to answer one of the most frequently asked questions sent to the Game Doctor: How do I become a Sega Game Counselor?

You've got to be a top level player to even get in the door. There are very few available slots and literally thousands of people who would love to have them.

Your next move would be to the San Francisco area (a pretty tough commute from Idaho) and contact Sega. Sega then refers all candidates to an agency in the Bay Area which specializes in sorting out the contenders from the pretenders. It takes skill, resolve and, as in all things, a little bit of luck.

Remember to send all Game Doctor questions to:

The Game Doctor
c/o SEGA VISIONS
PO Box 2607
South San Francisco, CA
94080


Fight Your Own Battles
BATTLEMASTER
Let's face it, the biggest challenge
in most RPGs is staying out of a boredom-induced coma.
Phantasy Star™ and Might and Magic™ are big…BUT WHERE'S THE ACTION?
Their idea of combat: Highlight "Fight" on a menu and then stare helplessly at the screen as the machine fights for you. Well that's just not good enough anymore. It's time to fight your own battles.
So take control of your own RPG combat with Battlemaster—the first game ever to incorporate real combat action and true military strategy into a gigantic RPG universe:
At least 100 hours to complete the game
Over 2,500 screens make up 50 towns, villages, castles, dungeons and wilderness areas
More than 300 magical items and weapons to find and use
Hundreds of different monsters to take on
Up to 16 characters in your army
Wizards, thieves, warriors and merchants in each race
Align your troops in one of 18 different military formations
Lead your army into combat—and fight your own battles!
"A great mix of action and role-playing adventure that's easy to get into!"
—Slo' Mo, Gamepro
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Outta control?!?



Call our new Game Wizard number!

When things get out of hand, you're down to your last life, and the enemy is closing in fast, give The Game Wizards a call at our new number: 415-591-PLAY (that's 7529 for you mathematical types who prefer numerals). If you call our old number, who knows what you'll get, but you won't get our help.

We're plugged into our new number and ready to roll seven days a week. We know the ins and outs, the twists and turns, the ups and downs of all our games -- they don't call us Game Wizards for nothing. We can help you out of the tightest jams and steer you back to safety.

And we've got the latest in electronic game equipment to keep us on our toes.

If your system won't work, or a cart is acting up, you can call 1-800-USA-SEGA for warranty and repair help. That number hasn't changed.

Give us a call! Time to have some real fun and play your games *big time*.

MAKE A NOTE OF OUR NEW NUMBER!

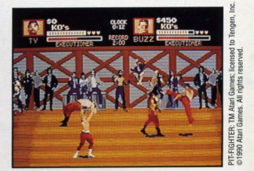
IN CASE OF EMERGENCY
CALL SEGA'S GAME WIZARDS

DIAL-415-591-PLAY
(7529)

TENGEN presents the *hottest* arcade hits for your Genesis!™

PIT-FIGHTER™

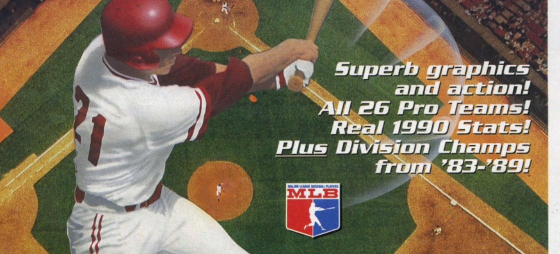
Digitized graphics of live action for the meanest, nastiest, hand-to-hand combat!



RoadBlasters™

Drive a super performance car on a highway where the only law is survival!











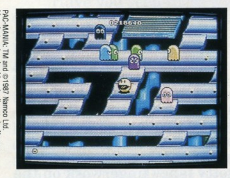
Or go to your local retailer.

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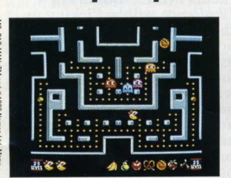
PAC-MANIA™

You're Pac-Man® in a universe of 3-D mazes — and you can jump over ghosts!





For two players, 36 awesome mazes! Features Pac-Booster for super speed!



Hard Drivin'™

Perform dare-devil stunts or drive at breath-taking speeds on two incredible race tracks!





The Name of the Game is the Game!



Summer's behind us so it's back to school and work. Bummer. But here to save us from the same old routine is a batch of new titles from our partners in gaming, all guaranteed to shake up your Fall.

You'll really "dig" Kaneko's *The Berlin Wall* -- the object is to tunnel away from your enemies, digging holes behind you to bury them in. It isn't as easy as it sounds, and the five stages of 10 rounds each get more and more difficult. It won't do you any good to memorize the escape patterns, because they change every time. This dynamite cart is also out for Game Gear!

You'll never look at amusement parks the same after you've tangled with *Marvel Land* from Namco. Based on a Japanese arcade game, this cart sends Prince Talmit the Dragon Man through great hazards to rescue Princess Wondra from the dastardly King Mole. There's a roller coaster ride you won't soon forget, and log swings that require some pretty fancy fingerwork on the control pad. With 34 stages, wild fantasy worlds and warp doors that might transport you backwards instead of forwards, *Marvel Land* will keep you busy.

Namco is taking to dirt race tracks for some hard-hitting all-terrain-vehicle racing action. *Quad Challenge* will be kicking up the dust later this fall with adrenaline-raising ATV excitement. You choose from four vehicles, each equipped with different horsepower, handling and acceleration. You can compete against another friend or the computer. Either way, you'll have a total blast burning up the screen.

Nuvision injects some humor and a little slime into your Genesis gaming with two new carts. *Beanball Benny* drives his trick taxi through Zooneyville in crazy pursuit of the bad guys. Once he finds them, his amazing pitching arm goes into action and he lays them low with bean balls. This one's good for some laughs and lots of fun.

And on a damper note, there's *Swamp Thing* rising up from the mud with a human mind and a plant-like

RAIDEN™

(Bignet/Genesis)

After dominating the arcades with power and excitement, Bignet's *Raiden* is taking off for your Genesis screen. And it's bringing with it eight levels of heart-pounding challenge, plus an additional level of supreme video exhilaration.

In the not-so-distant future, Earth is attacked by invaders from outer space. United against this fierce, alien enemy, the world's top scientists have combined their inventive energies to create the ultimate supersonic fighter bomber: Raiden.

The problem, however, is that Raiden is so incredibly sophisticated and technically complicated that only one pilot can fly it--you. So no matter what the enemy has up its diabolical sleeve, you have to go it alone, even when the battle heats up white hot. No crew. No co-pilot. Just you, your control pad, and a blazing Genesis challenge. Ready?



body. Polluters and mutants take cover!

Technosoft's *Elemental Master* is being readied for Genesis at this very moment. Armed with five elemental weapons, you run into creatures like you've never seen before. The end bosses alone are worth the price of admission. You can work through the first four levels in any order, but you must survive all four before tackling the final three levels. Keep your eyes peeled for this one.

Have you seen those joke car dashboard switches that say things like "Missile launcher" or "Laser gun"? *Roadblasters* from Tengen is the game for people who wish those toy switches were real ones. Racing around some highly unique tracks, you can do more than just pass the other cars: you can blast 'em away. The other drivers have the same option, so drive defensively. Look out for the rat jeeps that cut you off and then slow down.

You can't keep a good game character down. He was a classic the first time around, and now Pac-Man is back once again. This time he and his world have gone 3-D in *Pacmania*, also from Tengen. And now the guy can jump over the ghosts! This is a great way to re-discover the joys of Pac-Man.

Guess who needs to be saved in Treco's *Task Force Harrier*? Soviet president Mikhail Gorbachev! Gorby's been threatened by an internal group of Soviet terrorists. And you, as commander of a U.N. force, are sent to the rescue in your mega-cool harrier. A harrier, for those who don't know, is a jet that can take off vertically, like a helicopter. Be prepared to fight on the ground as well as in the air. Dosvedanya, dude!

It looks like Electronic Arts spent its summer at the drawing board: EA has five sensational new carts lined up for Genesis, with more on the way.

You'll flex your mental muscles with *Rings of Power*, a fantasy adventure from EA that's set in the distant, hostile future. The only way to hold onto your freedom is to master the six mental disciplines that give you the power to hurl flames, build walls or shake the ground itself. As you play, you control the actions of as many as six characters at a time. This is a challenging and visually stunning cart.

Step into ancient Rome in *Centurion: Defender of Rome*, another hit-to-be from EA. It combines strategy, adventure and role-playing

R.B.I. BASEBALL 3™

(Tengen/Genesis)



With the release of its R.B.I. Baseball 3 video game, Tengen is batting 1000. *R.B.I. Baseball 3* plays by the real, official rules and offers updated baseball excitement you simply cannot find in any other baseball cart.

R.B.I. Baseball 3 builds in realism with the names and stats of players on all 26 of the 1990 Major League Baseball teams. And as if that weren't enough, Tengen has tucked in names and stats of division play-off champs from the past five years. Your playing view is from the batter's viewpoint. Combined with Genesis's now famous graphics, you couldn't ask for a more realistic baseball game without actually going out to the ballpark.

R.B.I. Baseball 3 is licensed from the Major League Baseball Players Association. It's even better than collecting baseball cards!

DINOLAND™

(Renovation/Genesis)

Ever wonder what dinosaurs did for recreation? Renovation's answer is the new *Dinoland*, a 3-D pinball-style adventure game set in prehistoric times. The game's hero, Dinobunz, is a feisty little guy with the big challenge of saving his good buddies from exploding volcanoes, unfriendly dinosaurs and flying pterodactyls -- all in multi-level pinball action. This game takes a giant step backward in time to bring you the newest in Genesis fun.

The prehistoric scenery makes this a unique pinball cart. Where else do you drop the ball into a volcano to blast up to the next level? *Dinoland* is simple to play and lots of fun. Pinball fans and dinosaur aficionados -- as well as anyone else who wants to have a good time -- will enjoy this cart.

We doubt that Dinoland will become extinct any time soon.

for a powerhouse of a game. To the sound effects of clashing swords and trumpeting elephants, you defend Rome against invading barbarians. Climb up from soldier to emperor by showing off your battlefield strategy and courage. You can even cheat at chariots!

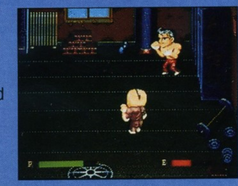
The same EA team that came up with *John Madden Football* are back with another totally rad sport game: *NHL® Hockey*. This is no creampuff hockey game. Licensed by the NHL itself, it plays by their official rules. You choose from 500 players and all 21 1990-91 teams. Hit the ice with checking, slapshots, wrist shots, icing, hooking, tripping and some major power skating. The sound effects are awesome. There's even Instant Replay to relive all your great moves.

And speaking of sports, EA's *Earl Weaver Baseball* is a must-have for all you baseball fans. You can save games and team standings plus game stats. A widescreen view catches the close-up action, and you can check out the view from home plate. Great special effects such as instant replay, slo-mo, freeze frame and split screen make this a real major league cart.

Work out your aggressions in *Road Rash*, the only place you can race your bike with total disregard for rules, safety or politeness, and not only get away with it, but be rewarded for it. All you have to do is get from the start to the finish. What you do in between is your own business. And that wraps up another round of games coming your way from our growing team of design wizards. There's something for everyone and fun for all!

KA-GE-KI™

(Sage's Creation/Genesis)

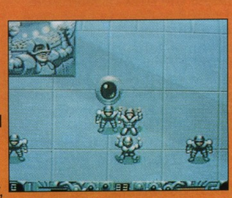


Martial arts fanatics and Sumo wrestler wannabees will get a real kick out of this hard hitting game. Based on a Japanese arcade winner, *Ka-Ge-Ki* is fast paced and downright dangerous. Your character is one tough guy, but you're up against nine floors of mega-mean enemies who don't always believe in fighting by the rules. Your opponents throw all the traditional martial arts/boxing moves at you, and if those don't destroy you, expect some Molotov cocktails or exploding barrels to follow.

If you manage to overpower one enemy, an even bigger one attacks you next. The farther you go into the game, the nastier these guys get. You gotta move quick. You gotta fight fair, but smart. Don't expect to win every match; and when you lose, you lose big time. Trust us, death is not a pretty sight.

SPEEDBALL 2 BRUTAL DELUXE™

(Arena/Genesis)



Way back in the year 2000, legend has it that the sport of Speedball began by accident. The story holds that a 20-pound steel ball fell on a passerby, who then hurled it into a crowd of on-lookers. The steel ball was thrown violently around at one person after another, and, in a way, it hasn't stopped since.

Once outlawed, *Speedball 2* is now a highly regulated, but still violent game played by the 16 sanctioned teams of the World Speedball League. The authorities were able to get rid of the game's corruption, but its untamed spirit lives on. Your Genesis will explode with this 22nd-century savage game of danger and force. Grab extra points and stockpile weaponry as you battle in this futuristic sport with an unsavory past.

If you find football fun, but too tame, or think war games are exciting, but not sporty enough, *Speedball 2 Brutal Deluxe* is just your speed.

STREETS OF RAGE™

Once, the city was quiet and peaceful. The streets were safe then. People were happy. But that's changed now. The Syndicate has moved in. The streets are grim and squalid, ruled by punks and goons. There is no one to turn to for help, because even the police force is in the Syndicate's oppressive control.

Once, you and your two buddies were cops. Now you're off the force. Three street-tough, street-wise vigilantes sworn to wipe out the Syndicate. Or die trying.

Streets of Rage is a gritty video trip into the dark world of street fighting at its most vicious. The game creates a tense atmosphere of evil and brutality, a city lost to a lust for power.

This is one down and dirty cart, a lot bigger and a lot better than just about any other karate game out there. Seasoned gamers who have gone one on one with it are raving about the animation, graphics, and sound effects. This, they assure you, is pure, raw excitement.

You can attack *Streets of Rage* by yourself, or pour on the pressure working with a friend in outrageously intense two-player simultaneous action. You choose to play as one of three ex-cops: Axel Stone, Adam Hunter, and Blaze Fielding. Between them, they have an arsenal of 40 savage fighting moves and deadly weapons to unleash on the Syndicate. And you're going to need every last one of them.

Each character has his own special moves and skills. Axel Stone, for example, has a mean upper cut, a potent jumping reverse kick, a wicked elbow attack, as well as seven more lethal moves. Then there's Adam Hunter. He lays 'em low with a crushing body blow, an incredible head butt, or a pain-dealing flying knee, among others. Blaze Fielding, on the other hand, takes to the streets with a backwards overhead kick that can take your head off, a powerful flat chop, and a bad-boy back body slam, plus a bunch more.

The bad guys aren't exactly pushovers either, and they don't make your job easy by lining up like ducks in a shooting gallery. Goons and punks come on aggressively, from all directions, looking for your weak spot. Don't expect to fight your enemies one at a time. They gang up, and circle



Confuse the Mob Boss and you might make him inadvertently help you.



You can knock bad guys down holes in the Docks if you've practiced your moves earlier in the game.



Play your cards right, and you can make the Mob Boss machine gun his own goons.

around you. This is an anything-goes, body-battering street brawl. To stay alive, you have to stay on your toes, stay alert, and be ready for anything. There are no rules on these mean streets.

The action takes you all over the city, through eight tough levels of fighting. It starts in the Red Light District, filled with snarling punks, hoods, and women with whips. From there you kick, slam, and butt your way through a back alley, a beach, onto the docks, on a boat, in a factory, up an elevator, and straight into the lair of the Syndicate boss. And then the action gets really intense, as you have to grapple with bosses from earlier levels in addition to the head gangster.

The graphics make the game look like a dark, brutal action movie. The atmosphere is so ominous that even the flames shooting up from sidewalk vents can't illuminate the murky shadows. You can virtually smell the sweat, city exhaust, and blood.

Streets of Rage is the ultimate in street fighting games. Everything else is just a warm-up.



Check out the phone booths in the Red Light District. They hold health bonuses or weapons.



In the Back Alley, don't forget your local, friendly, bazooka-toting police officer.



Once you've made it to the Syndicate boss's hideout, concentrate on him, not on his goons.

Marvel Land



Welcome to Marvel Land. A place of enchantment, where you will run, jump, fly and warp yourself to new lands. Once a happy and exciting amusement park under the reign of good King Coni; now a cruel and twisted maze of evil dangers. King Coni lived in a time when magic was a part of everyday life. He was a benevolent leader and cared for all the creatures in his kingdom. As time passed, his subjects built a vast amusement park in his honor.

The king, touched by this unselfish display of tribute, decided to preserve the park for generations to come. King Coni held court with Princess Wondra of the Fairie Kingdom. He asked her for her assistance in protecting the park. She offered to provide four of her most trusted Fairies to guard each area of Marvel Land: Flower Land, Prairie Land, Sweets Land and Ice Land.

The king decreed the park to be open to all subjects of the realm.

For many years, the kingdom lived in harmony and prospered. However, King Coni was getting older and there was no known heir to ensure the kingdom's prosperity. Before the king could appoint a successor, he passed away. Things stayed peaceful for some time, but the evil forces grew stronger without a king on the throne. One day, the power-hungry Mole, leader of the underworld, took control of Marvel Land and imprisoned the Fairies, including Princess Wondra. He bent their powers to his evil will and turned Marvel Land into his wicked kingdom.

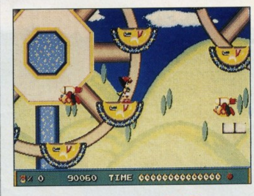
All was thought lost. One Fairie escaped his clutches, however, and sought out the long lost cousin to King Coni. She went to the farthest reaches of the kingdom in search of Prince Talmit, last of the Coni line.

As Prince Talmit, your adventure begins by transiting through each of the four areas of Marvel Land. When you've reached the end of each area, you will have to face and defeat one of evil King Mole's henchmen. Once defeated, the Fairie imprisoned there will be freed and present you with a magical item. As you progress through all four lands, you will have attained the magical items needed to defeat King Mole and his army.

Be careful. Although it may sound easy to accomplish, each area has numerous pitfalls. There is help along the way, as well as time warps, to assist you in achieving your goal. You will also find useful weapons. Use them to your best advantage.



Time warps move you forward <u>and</u> backward.
BE CAREFUL!!!!!!!



Time your jumps well. The enemy moves are regimented. Also, use your weapons sparingly.

When using your Spirit Tail, you may uncover help within the walls themselves. It can also be used to swing great distances.

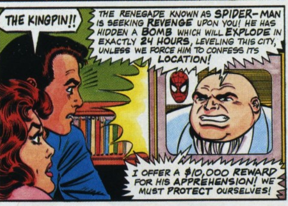
SPIDER-MAN® Strategy

Spider-Man has his work cut out for him in this new cart for the Sega Genesis System. This super-hero will be battling against a combined force of his worst enemies, as he tries to locate and diffuse a bomb set to explode in 24 hours. As if that weren't bad enough, everyone thinks Spider-Man planted the bomb. He not only has to fight the real villains along the way, but must also protect himself from the public, who see him as the real enemy. However, all is not lost; Spider-Man has a formidable arsenal of weapons as well as enhanced "spider-like" reflexes at his disposal. He will have need of all his resources as he goes head-to-head with villains like The Lizard, Dr. Octopus and Venom. His mission is two-fold: 1) Defeat the forces of evil directed by The Kingpin; 2) Diffuse the bomb threatening to obliterate the city. This is Spider-Man's biggest challenge - Are you ready for it!!!?

VISIONS TIP

As you leave the Park, you enter The Hobgoblin and Venom's domain, the City Streets. They're both waiting for you to make a mistake. Keep your eyes open, you can never tell who's going to strike next. It's amazing how tangled up they can become in a Spider's Web!











VISIONS TIP

When in the sewers, watch out for rats in the piping as well as the bats flying around. Be careful not to fall, you may end up fighting alligators. When you reach The Lizard's lair snap a quick picture and then move in for the attack.

VISIONS TIP

When you arrive in Central Park, you will have to avoid the SWAT Team waiting for you. Remember the public thinks you're the villain. The Sandman is lurking in the park. Keep in mind sand and water don't mix.

VISIONS TIP

As you start out in the warehouse, keep in mind you have only 24 hours to achieve your goal. Avoid fights, if possible, and remember to take plenty of pictures. These help to provide money for you to buy Web Formula.

VISIONS TIP

You've made it to Kingpin's cave. The workout here is much tougher. Avoid the robots and explore the racks carefully. You will have to face 4 of your enemies in this round before you are given a chance to diffuse the bomb. Good luck! By the way, Kingpin is still on the loose... Have you seen your girlfriend lately?

DEcapAttack™

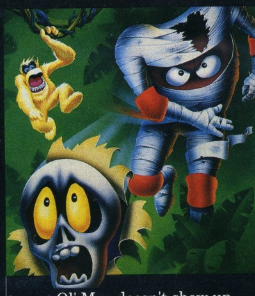
The dudes at Sega have lost their heads.

But that's the whole point of *DecapAttack,* where your main weapon is your head. No, you don't do a lot of thinking. You fire your head at your enemies.

Max D. Cap has risen from the underworld to take over an island. Not just any run-of-the-mill island, but one filled with stone idols decorated with heads and made up of areas named things like El Beau or Lastleg or Eyeland. The hero (you) is Chuck D. Head, a way cool mummy with a great pitching arm.

When you jump, press the jump button very quickly, and you'll float as you come down.

Do NOT jump on the helmet-wearing slugs!



Ol' Max doesn't show up alone. He brings a battalion of ghouls and monsters and other strange critters Chuckie will have to wipe out to save his island home. Chuck tangles with low flying ducks, slugs wearing spiked helmets, a giant frog, moles gone punk, and more. There's also the sinister Dr. Frank N. Stein to overcome.

In addition to his infamous head toss, our main mummy Chuck gets color-coded power-ups from stone idols -- careful, though: some of those idols are hiding ghosts instead.

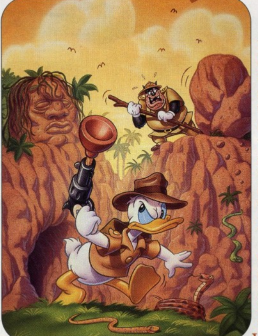
DecapAttack is a great change of pace. There's enough challenge to make it fun without stressing you out. Our bet is that you'll like it so much, you'll be willing to give an arm and a leg for it.

Beware: the final boss will try to distract you. Don't fall for it, or you might get burned!

Megafire buttons make floating a lot easier in this game.



QUACKSHOT
STARRING DONALD DUCK



He leaps from stone to stone across a blazing lake of fire. Escapes from a secret room as it rises to crush him. Fights his way through a dungeon of green slime. Laughs in the face of phantom Vikings. And he does it with skill, guns and colored plungers.

Plungers? Who is this guy?

It's Donald Duck! With his distinctive voice and temper tantrums, Donald is deep in an adventure that takes him around the world searching for the long-lost Great Duck Treasure of King Garuzia.

You choose the destination of Donald's flights. Fly to Mexico, Vera City, Transylvania, the South Pole, a Viking ghost ship, Egypt and a Maharaja's Palace -- while constantly being harassed by the Ducky Gang, also looking for the treasure.

QuackShot Starring Donald Duck doesn't follow a traditional level structure. Instead you fly back and forth between locations, fighting enemies and solving a series of mysteries before you finally lay your hands (wings?) on the Treasure. And even then the adventure isn't over! Look for guest appearances by Mickey, Minnie, Goofy and Uncle Scrooge -- they'll help you solve the puzzle. And be prepared for lots of surprises, especially at the end!



MEET MY HOMEHOG, SONIC! HE'S THE WORLD'S FASTEST HEDGEHOG AND THE STAR OF HIS OWN WAY COOL SEGA CART, **SONIC THE HEDGEHOG!** BUT THE DUDE DOESN'T HAVE HIS OWN COMIC STRIP! **MEGA-BUMMER!** BUT, HEY, YOU CAN HELP: **DRAW YOUR OWN** SONIC COMIC STRIP (OR "SONIC STRIP" TO US REAL COOL TYPES) LIKE SIX FRAMES OR LESS, ON A PIECE OF PAPER NO BIGGER THAN 8½" x 11." OUR JUDGE-TYPE DUDES WILL PICK THE MOST AWESOMELY CREATIVE SONIC STRIP THAT BEST CAPTURES THE DYNAMIC LITTLE DUDE'S PERSONALITY! **HERE'S THE PAYOFF:** THE WINNER'S, LIKE, LIKENESS WILL APPEAR WITH SONIC AND ME IN MY NEXT **NILES NEMO IN SEGALAND** ADVENTURE! YOU'LL BE A PART OF **CARTOON HISTORY!** SO, ALONG WITH YOUR SONIC STRIP, SEND TWO CLOSE-UP PHOTOS OF YOUR FACE - ONE STRAIGHT ON AND ONE SIDE VIEW, SO OUR ARTIST CAN DRAW YOU IN ALL YOUR RAD GLORY! IF YOU WANT, SEND A THIRD PHOTO OF YOU IN YOUR FAVORITE GET-UP!

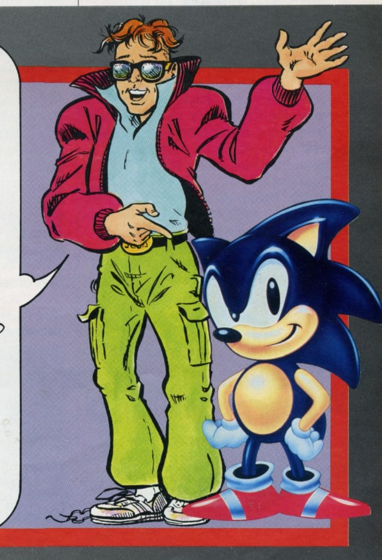
Send (1) your Sonic Strip, (2) photos of your face and profile, and (3) your name, address, telephone number, and age to:

The Sega Sonic Strip Contest
c/o The Communiqué Group
42 Glen Avenue
Newton Center, MA 02159

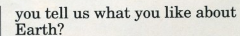
All–and I mean *all*–entries must be *received* by November 30, 1991.

Please note: All Sega Sonic Strip Contest entries become the property of Sega of America, Inc. and cannot be returned. Sega and/or SEGA VISIONS reserves, without obligation, the right to reproduce, copy, or in any way use all artwork and photographs submitted.

PARTY DOWN, SEGAPHILES!



ToeJam & Earl



Up Close and Personal with the Supreme Lords of Funk

Aliens come, and aliens go. But none of them send the funk meter off the top like Sega's own ToeJam and Earl, now appearing in an off-the-wall, pop cart of the same name.

VISIONS was able to cop an exclusive interview during their recent visit to Sega from their home planet of Funkotron. We found Earl waiting for us.

VISIONS: Greetings, Earl, and welcome back to Earth.
Earl: Yo.
VISIONS: How was the trip? Was it smoother than last time?
Earl: Yeh.
VISIONS: Of course, your crash landing here is what started it all. Can you tell us a little about the trip? How would you describe the horror, the absolute terror you must have felt when you realized that a terrible and possibly fatal crash was inevitable?
Earl: Bummer.
VISIONS: Oh. I see. Um, is ToeJam coming soon? Where is he?
Earl: Parkin' the ship.
VISIONS: Oookay. Well, can you tell us what you like about Earth?
Earl: Food. Chocolate cake, wow.
VISIONS: And here's ToeJam! Welcome!
ToeJam: Yo. Been rappin' with my main alien?
VISIONS: Sort of. We'd like to get the scoop on your new cart, *ToeJam and Earl*. First off, why make a game? Why not just put your ship together and blast back to Funkotron?
ToeJam: We like to jam out on a great Sega cart, you know. And we got 'em all. We got adventure carts, and fantasy carts and puzzle carts. We got some combat carts, but, like, violence isn't our game. We like to party down.
Earl: Yeh, party down. Cool.
ToeJam: There aren't righteous rap games. So when Sega asked us to put our Earth adventure on a cart, we said yes. *ToeJam and Earl* is one jammin' party. We got great rap and ultra cool dance moves.
Earl: Ultra cool.
VISIONS: How did you find Earth?
ToeJam: Earl found it. Sorta. He's a bogus driver, see, and we just crashed into it --
VISIONS: I mean, how did you like Earth?
ToeJam: Oh. Extremely weird. Where we landed, there were 25 levels, and our ship busted into 10 pieces all over the place. So we gotta hunt 'em down and put 'em together. And Earth dudes are mega-weird. Like I said, Earl and I are funkmasters, don't you know. We like to just hang and crank up the volume. But, man, you got chickens that go ballistic with tomatoes! Give me a break! And devils, crazed dentists, giant rolly-ball hamsters, shoppers gone bonkers, fat guys with killer lawn mowers --
VISIONS: Well, is there anything about Earth that you do like?
Earl: Food. Yummm.
ToeJam: Personally, I liked the hula dancers. The presents, yeh, they're excellent. Gotta have those presents to make it. Like the rubber ducky for water







safety, super hi-tops, spring shoes, rocket skates --

Earl: Yeh, rocket skates. Excellent.

ToeJam: And Icarus wings. Totally righteous.

VISIONS: When you first landed --

ToeJam: Crashed. Earl crashed us.

Earl: Oh, man, give it a rest.

VISIONS: When you first came to Earth, you didn't know your way around. But you both did just fine. Are you explorers by nature?

ToeJam: We're just two jammin' dudes. Ya gotta check stuff out. Wander around and find hidden passages and secret doorways. Pop in an elevator and up we go to the next level. Or jump off the edge, and go down. Sometimes we'd split up and scope out the place -- our game goes split screen for this stuff -- but when one of us hits that sinkin' sand, ya gotta call for your bro' to pull you out.

VISIONS: Rumor has it that you guys are planning on putting out a music video. Any truth in that?

Earl: Ooo, man, wow. We doin' a video?

ToeJam: The whole game is our music video. We really get jammin' and shake it on down when we go up a level. Any excuse for a party. We crank some very funky tunes, and players can jam along with us for a blast and for bonus points. Hey, you can skip the game, and just jam without us.

VISIONS: I want to thank you both for talking with VISIONS. One last question: who's driving home?

Earl: Yo.

ToeJam: In your dreams, Earl.













■ *Playing alone? Start a normal 25-level game and play as ToeJam. He's faster than Earl, so he can outrun more damage.*

■ *There's a secret warp zone in the lower left corner of level one. Use rocket skates, wings, or innertubes to get there. Then fall off the edge, and you'll land on your highest level for that game.*

■ *Pillage the lower levels for all the presents. Then you can zip through the more difficult upper levels and clear out fast.*

■ *It's worth the price to pay the man in the carrot suit to tell you what's in your presents. Only open an unknown present as a last resort.*

■ *Use your power-ups. Drop the stuff like the present randomizer, rain cloud, and Total Bummer in the lake.*

■ *Knock those annoying cupids out of the sky by jumping at them with spring shoes. They'll go splat on the ground.*

■ *Tippy-toe so you won't wake any sleeping Earthlings. Careful: if you've had soda, you might burp and wake them up.*

■ *If you're chased by critters faster than you, and you don't have Super Hi-Tops, head for the water or run zig-zag.*

■ *If you're fully charged, don't eat food. Save it for later, when you might suffer a lot of damage.*

■ *If an elevator is on an island, walk around the edge of the island, and secret walkways will more than likely appear.*

■ *If you and a friend are busting moves together, be ready: you may be able to help them out of a tight spot.*



Shining in the Darkness™



What sets a great role-playing game apart from other video games?

Plot, challenges, complexity -- all these are important to any cart. But those who've felt the magic of a RPG know its soul lies in the depth of its fantasy world. Really good RPGs fascinate your imagination and transport you all but bodily to another time and place. A wealth of details, fleshed-out characters, rich graphics, intricate geography, and lots and lots of time and talent build a superb RPG that makes everyday life stand still.

Shining in the Darkness is such a game. It's been evolving under Sega's creative geniuses, who have invested *Shining* with all the graphic power Genesis has to offer. The action is seen from your perspective: monsters come right off the screen at you, other characters talk right to you. Turn your "head" and the view pans right and left across a panorama too big to be seen in one glance.

The kingdom includes a castle, a town, and a monumental labyrinth where most of the action takes place. The story begins with the abduction of your father and King Drake's beloved daughter, Princess Jessa, by an evil knight known as Dark Sol. King Drake summons your character (whom you name whatever you want) to the castle for help.

Before you begin, visit the shops in the town to buy weapons, armor, shields, and protective helmets for the action ahead. Also pick up a few things for healing and for undoing poisoning. It's wise to have the Angel Feather to teleport you out of the Labyrinth (trust us: you do *not* want to be stuck in there).

Ah, the Labyrinth. It'll send shivers down your spine. Once a knight testing ground, the Labyrinth is now a dungeon swarming with dragons, trolls, mummies, minotaurs, statues that spring to life, armed bouncing balls that attack, poison-breathing toadstools, and throngs of awful creatures bent on destruction. As you get better at the game, the monsters get meaner, so don't expect to ace this cart right away.

When you finally return victorious from the first level, you'll get some help from two steadfast friends handy with magic.

After hours and hours at your Genesis, after you've finished all your trials, after you've overcome countless beasts, you'll face a special opponent. But the game isn't over yet! We're honor-bound not to divulge the secret of the final, uppermost level; but trust us: it'll take everything you've got to survive.

Shining in the Darkness definitely is one of the brightest lights in this year's outstanding crop of role-playing games. See you in the Labyrinth...



Upgrade your weapons and armor as often as you possibly can because each trial gets harder.



It's real easy to get lost! So always bring Wisdom Seed with you into the Labyrinth so you find your way around.





HOT SHOTS

*Here they are; this issue's High Scoring Sega gamers. The Visions readers listed below have met the challenge and earned for themselves the title of **High Point Hot Shot** -- not to mention a free Sega T-shirt. So, Visions readers, power up that Sega Genesis, Master System or Game Gear and summon up your competitive spirit while you tackle your favorite Sega game.*

SYSTEM: Sega Genesis
GAME: Shadow Dancer
SCORE: 1,223,800
READER: Peter Wallsten
HOME: Englishtown, NJ

SYSTEM: Sega Master System
GAME: R-Type
SCORE: 761,700
READER: Stephen Allan
HOME: Shirley, NY

SYSTEM: Sega Genesis
GAME: Joe Montana Football
SCORE: 243 to 10
READER: Tim Strickland
HOME: Pensacola, FL

SYSTEM: Sega Genesis
GAME: Gaiares
SCORE: 1,132,406
READER: Erik Hewitt
HOME: Boca Raton, FL

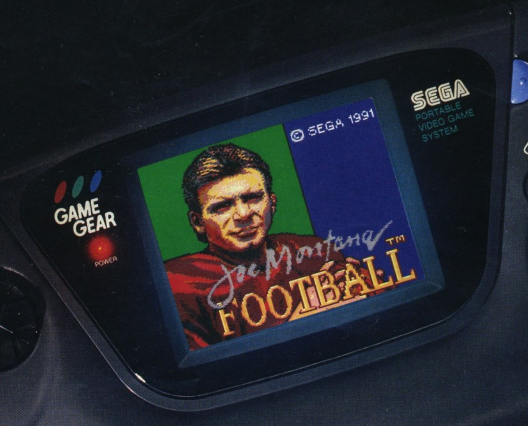
SYSTEM: Sega Genesis
GAME: Mickey Mouse
SCORE: 2,123,200
READER: Matt Crisp
HOME: Temple, TX

SYSTEM: Sega Genesis
GAME: Sonic The Hedgehog
SCORE: 9,999,990
READER: Geoff Scott
HOME: Gladys, VA

SHARE YOUR TRIUMPH WITH US -- TAKE YOUR BEST SHOT AND MAIL IT TO SEGA VISIONS

- Take a photo of the screen showing your best score. HINT: Turn off the room lights and don't use a flash (it will reflect off the screen). You might want to take a couple of shots, just to be sure you get a good, clear one.
- PRINT your name, address and age on the back of the photo, as well as the name of the game and your score.
- Send your photo to: SEGA VISIONS High Point
  P.O. Box 2607
  South San Francisco, CA 94080

JOE MONTANA IS THE ONLY QB



Pictured: Joe Montana Football*

Columns (included with system)

Super Monaco

Shinobi



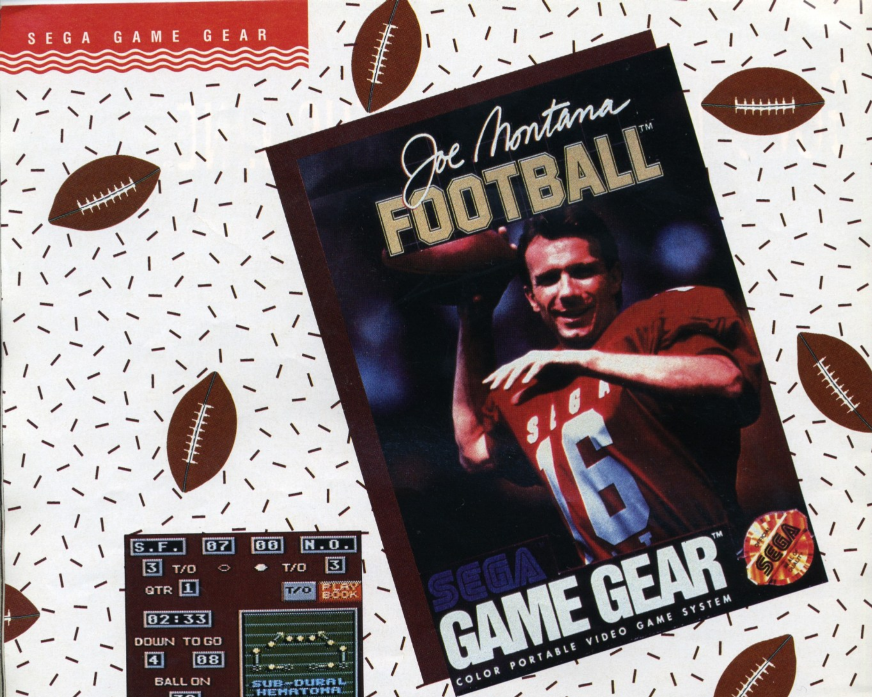
Castle of Illusion starring Mickey Mouse



Slider



*Screens shown are actual Game Gear games photographed on a video monitor for reproduction purposes. **Available in November. SEGA, Game Gear, and all game titles are trademarks of SEGA of America, Inc.



Sports fans around the country are gearing up for the beginning of the 1991 National Football League season. Die-hard couch jockeys soon will be glued to their televisions Sunday afternoons and Monday nights to catch the physical excitement that only professional football can deliver.

The only way that some football fans had planned to survive from week to week was to engage in their own games with *Joe Montana Football* for either the Genesis or Sega Master System. However, this presents a severe problem for fans and avid game players that are constantly on the go. Now Sega answers their prayers with *Joe Montana Football* for Game Gear.

Feast your fingers on the variety of options that this game packs. There are twenty-eight teams to control, seventeen offensive plays and up to six defensive plays to master.

Take the snap, and your in total control of the spine-adjusting action. You take command of the receiver after you've thrown a pass, or choose your best man to dive into the action. Or you can select the player closest to the ball carrier to control.

As quarterback, you try to elude the hungry defensemen, toggle through your primary, secondary and back-up receivers, and drill the ball to the open man. Your running backs are only a hand-off away. Choose a running play and snap the ball to the running back. When you hand the ball off, you'll begin controlling the running back. If you don't hand-off to the running back, you can scramble for the first down markers. The kicking game is important and perfectly executed punts and field goals will help put another mark in the win column.

On defense, deal out the punishment with bone-crushing tackles that knock your opponents' feet right out from under them. Or stick to a



receiver and position yourself for a much needed interception.

As in all of Sega's *Joe Montana Football* games, Joe himself shows you the play he would call in your particular circumstances. Feel free to take his advice, or opt to call your own out of the game's built-in Playbook that's chock-full of tactical plays and formations. But however you slice it, the game's outcome is on your shoulders.

Game Gear's *Joe Montana Football* is graphically superb. The close-ups of the coin toss, the touchdown, and the end of the game screen shots beat graphics we have seen on some big screen games hands down.

The Play Select screen is packed with detail. It clearly shows the quarter, time remaining, down, yardage needed for first down, football position on the playing field, and a chalkboard diagram of each play. The game clock is clearly displayed, as well as the results of each play.

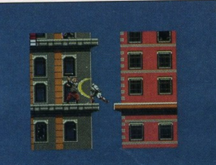
The Stats Screen keeps track of time outs, running totals on passing, rushing, kick return yardage, pass attempts and completions, interceptions, and sacks.

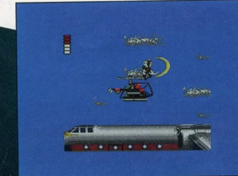
After hours of gaming, your game may improve enough that you're ready for a greater challenge. Just bump the difficulty setting up to either normal or professional skill levels and you'll quickly be humbled by fiercer and tougher competition.

Using a Gear-to-Gear cable allows you to compete head-to-head with a friend in crushing football action. Don't let your friends get too much practice or you'll live to regret it.

Joe Montana Football also sounds as great as it looks. The shrill of the ref's whistle and the shouts of the crowd add to the realism.

Now you can have your fill of football every day of the week, every month of the year, everywhere you go. Run with *Joe Montana Football*, and deal all challengers a crushing defeat.





Attack the mini-helicopter only when you can reach it without jumping.

Keep moving! Wallwalkers sneak up from below and explode.

SHINOBI™ Strategy

As Red Leader Joe Musashi, you are the last hope of your captured fellow Shinobi. The evil force in Neo City has taken them prisoner, in the hope of making their diabolical plans succeed. However, they did not count on you and your vast arsenal of shurikens, bombs and the coveted sword. Nor did they realize how devastating your Ninjitsu magic could be to their plans. Your goal is to rescue your fellow Shinobi and lead them into the heart of Evil itself. Neo City has an army of thugs, human time-bombs and much more. The rescue of your friends will be child's play compared to the challenges waiting behind the walls of the city. But once you have rescued your friends, their power and magic adds to the team's ability to conquer the power of evil. Make sure you have freed them all, because you won't survive without them.

▼ While on the highway attempting Pink Leader's rescue, watch your step when jumping from car to car. Timing is important; the gunmen firing at you have a pattern, learn it quickly. And remember, the only way to effect Pink Leader's escape is to take out the chopper.

▼ You now have an ally. Between you and Pink Leader you must now free Yellow Leader being held at the Harbor. You will have to utilize both Shinobi in order to defeat the enemy. Between frogmen and evil ninja you will be kept quite busy.

▼ When you've succeeded, head for the Valley to rescue Blue Leader. Yellow Leader can help you reach the cave, and there you and Pink Leader can clean up. During the rescue utilize Yellow Leader's unique abilities to secure Blue Leader's release.

▼ From the Valley the four of you will move into the Woodlands after Green Leader. All four of the team will be needed in this phase. Blue Leader can swing from limb-to-limb and Pink Leader can eliminate the statues. But beware, hidden dangers are everywhere and timing is essential.

▼ Congratulations...your team is now complete. But now the fight really begins as you enter Neo City. You will need all of your magic and weapons to destroy the evil lurking there. All five Shinobi will be tested to the fullest - good luck!

WOODY POP™

Woody Pop, for Sega's Game Gear, is a fantastic title that pushes your reflexes to the max. Woody is a living tree branch trapped in a sawmill maze. A ball bounces from his head and strikes to eliminate blocks that imprison him in the sawmill's rooms. Some blocks vanish with only one hit, but other more stubborn wooden blocks can take more hits to destroy. The ball bounces off objects and will cause strange ricochets and changes of direction that may catch Woody off guard.

The volley between the ball and Woody becomes faster with every bounce, and will continue as long as Woody is able to keep the ball from falling below him. Booby-trapped blocks appear in some of the levels, and release soldiers, or guards, that wander aimlessly in the room and cause the ball to take crazy hops when it bounces off of them.

The four o'clock train may steam through some of the rooms and obstruct the ball from hitting the blocks. To



whip the action into a pong frenzy, rooms may contain tunnels which transport the ball from one area of the room to another.

Some of the blocks release power-up bubbles. Some of the power-up bubbles contain objects that slow down the speed of the ball, make the ball bigger, release an extra ball or turn the ball into a raging fiery mass that destroys all blocks or even several blocks with only one hit. One of the bubbles even contains plant food which makes Woody grow and almost double in size.



If Woody successfully completes all the rooms of the sawmill, the final room contains oak blocks that refuse to disappear and a giant bubble gum machine which must be eradicated.

Woody Pop has three difficulty settings and the unlimited continue feature is the only way you'll be able to make it to the final room. An extra ball is earned after racking up 20,000 points and bonus points are awarded for completing the rooms in good time.

Cancel your plans for the day, because once you start playing Woody Pop, there is no way you'll be able to put it down.

SOLITAIRE POKER™

Card sharks on the go will love this cart. It gives you a chance to put that sharp mind of yours to work as you plan out your game strategy. It's just you, the odds and your Game Gear as you hope for good luck and sharpen your skills.

Solitaire Poker is a challenging and addicting game that will have you glued to your Game Gear. Draw a card and use the five columns and rows to build a royal flush, straight flush, four of a kind and so on. You can build your hand horizontally, vertically, or even



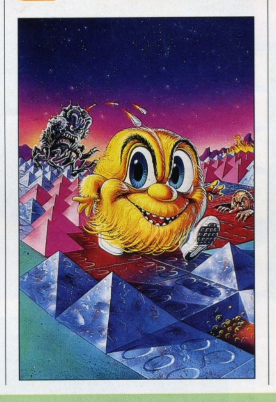
SLIDER™

Now that the wretched Scum Lords have vilely polluted the labyrinthine world of Rozen, all hope is pinned on Slider. Only he can take on the mutant ghouls, blobs and fireballs that infest poor Rozen. Through 99 levels of intensely challenging mazes of deadly pits and horrors, Slider fights all comers and any foolish creatures that get in his way with a powerhouse collection of weapons.



Slider shoots in the direction he faces, with lots of power-ups to help. He acquires invincibility, 1-ups and level warps as he goes, or he can ditch his pistol and pick up a massive eight-way power shot that eliminates all the scum in his immediate area. You can stand and fight these gruesome guys until your time expires, but if you want to advance to higher levels and find the exit from this lethal labyrinth, you must touch all the possible maze blocks within the time limit.

Sounds easy enough, but it's a tough challenge. Slider can move in any one of four directions. The paths are treacherous to travel and it will take some serious strategy to complete many of the levels. Black holes and blockades add to the difficulty and there are switchblocks that, when stepped on, cause a single block or a cluster of blocks to immediately vanish - hopefully, not the one Slider is standing on!



Arrowblocks must be stepped on to complete a level, but, along with iceblocks, they can move Slider in a direction he doesn't want to go. Other areas of the mazes are impossible to walk to, so Slider has to locate warp pads to gain admittance.

Slider has many challenging obstacles that will tie your mind in knots. The continues and the special password feature are a real help because they let you start your game from the last level you finished. But how often these features will get used is unknown because the gameplay is so addictive, your Game Gear will have to be surgically removed from your hands!



diagonally -- the combinations and possibilities are endless.

Deal yourself a winning hand and earn points, which buy your way up to the next, even more challenging level. It takes more and more points to move on, so the deeper you go, the harder it gets. But first you'll want to clear your schedule because once you get started, you'll never want to stop.

Solitaire Poker sets the mood with your choice of seven different kinds of music. So get ready and deal yourself hours and hours of fun.



WORLD CLASS LEADERBOARD™ GOLF

The crowd is hushed. The only sound is a gentle breeze fluttering the flag. The golfer ever so carefully lines up his shot. He takes his stance.

A second later, the ball glides over the closely clipped grass and drops into the cup with a satisfying little plop. "That was a marvelous putt," an admiring voice exclaims from the crowd.

The golfer had worked hard on that hole, dodging sand traps and adjusting his stroke for the killer cross wind. But the effort paid off with a good score. The best part of all? His entire golf bag fits right in the palm of his hand.

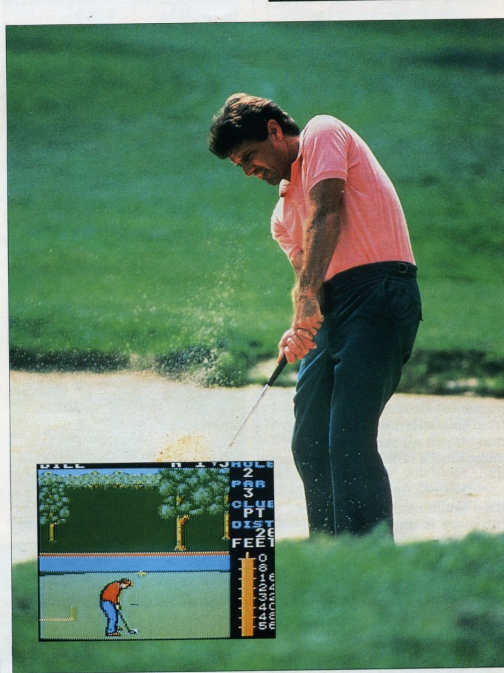
You won't need to worry about getting a caddie when you tee off with *World Class Leader-Board Golf* for Game Gear. You can learn the basics of golf or improve your game with this little dynamo of a cart.

World Class LeaderBoard Golf lets you play a full 18-hole game on your choice of four different courses, practice your putting on the green, or work up some power on the driving range. Drive, chip and putt as you try for par, or -- if you're really good -- a birdie (that's one under par, for you novices).

The courses are challenging. Look out for those trees, sand traps and water hazards that can wreak havoc with your score. You've got a full set of clubs -- woods, irons, putter and pitching wedge -- to attack the green.

Great color, animation, graphics and sound make the play very realistic. *World Class LeaderBoard Golf* adds an extra touch of realism with voices that comment on your game, from "He can't be too happy about that one" to "No doubt about it, that's deep in the sand trap."

All you non-golfers will find *World Class LeaderBoard Golf* easy to learn and a pleasure to play. After a couple of hours with this game, a VISIONS staffer is considering taking up the real thing. If you're already a golfer, you'll love the chance to practice anywhere, any time. You can even play *World Class Leader-Board Golf* on the way to the golf course!



SEGA® MASTER SYSTEM II

Perfect for Gift Giving

Includes Alex Kidd™ Game BUILT IN!

LOWEST PRICE EVER!

Coming Soon: Sonic The Hedgehog!™



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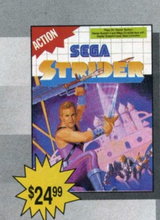
$49.95

Shipping, handling and applicable taxes are extra.

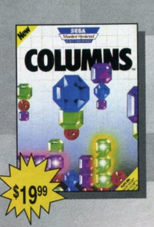
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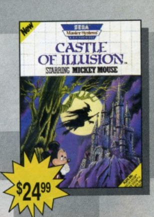
Check your local retailer, or call 1-800-USA-SEGA to order the Sega Master System II or any of the great Master System games!

8 GREAT 8-BIT GAMES

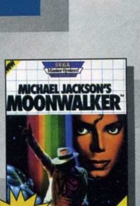








PAPERBOY $24.99





Joe Montana FOOTBALL $24.99

O.K., you win. We've heard your request for great 8-bit games for the Sega Master System, so here they are! What's that? You don't have your own SMS II? Well, just flip back one page and take advantage of the best price offer Sega's made yet on our 8-bit hardware. Then come right back here and pick your games at great prices!

ALSO AVAILABLE: Sega's Power Base Converter, just $34.99. Now you can play Master System games on your Genesis™!

Check your local retailer, or call in your order today, because they'll go fast.

LOW, LOW PRICES ON GAMES FOR SEGA® Master System II™

Check your local retailer, or call 1-800-USA-SEGA to order the Sega Master System II or any of the great Master System games!



MARIO LEMIEUX HOCKEY
Sega Genesis System

The fastest, roughest, toughest video hockey game is skating its way soon into Sega Genesis machines everywhere. The action is too good to keep to yourself, so compete against a friend in the hottest game on ice. The excitement builds as players clash and slam the puck in to score. Trademark Genesis animation shows you every detail of all the body checking, high sticking and smashing into the boards. But keep your temper in check; fighting will land you in the penalty box.

NINJA GAIDEN
Sega Game Gear

Mystery, magic, intrigue and superhuman powers are unleashed in your Game Gear when you pop in *Ninja Gaiden*. As Ryu, the last of a long and proud line of Dragon Ninjas, you are entrusted with the powerful Dragonsword. An unknown organization, veiled in mystery, has made an unsuccessful attempt to steal the Dragonsword. Now you must go on the offensive, traveling around the world to rout out the sinister plotters. Armed with Scatter Bombs, Shurikens, Power Waves, Power Balls and Scrolls, you're ready to take on the most vicious of enemies.

Don't forget your Ninjutsu Magic. You have to come home victorious! Your family honor depends on it!

GOLDEN AXE II
Sega Genesis System

Yes! It's on its way! The sequel to last year's totally awesome *Golden Axe* is in the works with a new generation of characters confronting even greater challenges. You decide which of three different characters you'll play. Hard to believe, but the graphics are better, the monsters are more menacing and the magic spells are more lethal. The original intensity is re-captured with improved player control and deeper game play. The legend continues!

CHESSMASTER
Sega Game Gear

Now you can make your moves...on the move and in color! Sega has translated the most popular computer chess game into a full color Game Gear cart. Now you can have an intense chess game and an active, on-the-go lifestyle, too. *Chessmaster* is packed with great features: 16 playing levels, replay option, save option, even a teaching mode. If you can't find a worthy opponent, play against the program. Or sit back and watch Game Gear compete against itself. Checkmate.

WATCH FOR REVIEWS OF THESE HOT NEW GAMES IN AN UPCOMING ISSUE OF SEGA VISIONS!

THE LUCKY DIME CAPER™

Starring Donald Duck

Sega and the Walt Disney Company have been hard at work again. Their latest collaboration has produced a spectacular title in *The Lucky Dime Caper Starring Donald Duck* for your Sega Master System. As our story unfolds, Donald and his three lovable nephews were visiting their dear Uncle Scrooge, when out of the sky, three dark ravens abDUCKted Donald's nephews. And if that weren't enough, the wicked, evil ducktress, Magica de Spell, appears and steals Uncle Scrooge's and the nephews' lucky dimes. Uncle Scrooge has asked Donald to retrieve the lucky dimes from Magica and collect a handsome reward. Donald agrees to Uncle Scrooge's proposition, but will not begin searching until his three nephews are rescued from the clutches of the evil clan. Without wasting another second, Donald begins a quest that will take him to literally all the corners of the globe.

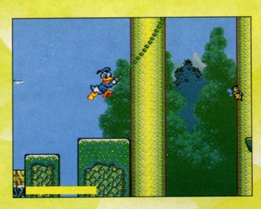


Donald begins his journey armed only with a wooden hammer that he swings furiously at his adversaries. But, if one of the creatures attacks Donald and takes away his hammer, Donald can easily dispose of the villains with a pounce of his webbed feet. Also, when Donald eliminates any of the opposition, power-ups sometimes appear to either restore his weapons or health. Magic stars sometimes appear, and when Donald is able to collect five of them, he becomes temporarily invincible. It's a race against the clock as Donald must complete the levels within the given time limits.

Lewey is being held captive in the enchanted forests of North America. Donald must use all of the natural aspects of the forest in order to make it through safely. Tree branches serve as platforms where he can jump over any of the dangerous creatures that lurk below. Poisonous mushrooms litter the forest ground and dance up to unsuspecting intruders. However, venomous spiders and killer bees also inhabit the trees causing Donald to beware of every step he takes. Vines also dangle from the tree branches where he can either walk across a tightrope or swing to the safety of another platform. At the end of the forest, a duck-hungry bear guards the cage detaining Lewey. Dodge the acorns, show the bear who's the real boss of the forest and free your frightened nephew from the cold iron cage.

The swamps and marshlands of North America are the location of Dewey's cage. Donald must travel on the backs of friendly turtles, dodge the bites of the jumping piranha and leap out of the way of owls throwing boulders. It's a good thing that ducks can swim, because Donald must also dive into the deep, fish-frenzied waters of the marshes to travel to his nephew's captor. When Donald surfaces, leaping frogs block his path, but Donald's determination will not be thwarted. After Donald sentences the pesky frogs to their





If you're having trouble swinging to the first rope, instead, jump on the bee when it is in the middle of the two platforms.

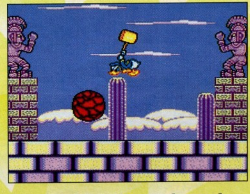
watery graves, a savage lion attacks Donald and is now the only being that stands between Donald and poor Dewey. The lion may be king of the jungle, but this isn't the jungle, and Donald will send this overgrown housecat running scared with his tail between his legs.

Hewey is the last nephew to be rescued. He is being held prisoner in the temple ruins of South America. Temple guards swing and throw bats at Donald, and possessed statues bounce feverishly to stop any unwanted visitors from trespassing. Our web-footed hero must also skillfully jump over boulders that come crashing down from the mountains while also disposing of duck-thirsty vultures that attack from overhead. Once Donald gains entrance to the ancient South American temple, his quest becomes immediately intensified. The halls of the temple are infested with guards, and booby-trapped platforms prevent the normal intruder from proceeding. After Donald overcomes the multitude of obstacles, two enchanted statues and a floating demon's head guard the final cage imprisoning Hewey. The hammer is once again Donald's best weapon here. Once the statues and the demon's head are reduced to powder under Donald's feet, Hewey is finally saved.



Now, with his nephews successfully rescued, Donald becomes focused on retrieving the lucky dimes that have been so rudely stolen from his nephews and Uncle Scrooge. The lucky dimes are being shielded by the three ravens and have been hidden in the most remote areas of the earth.

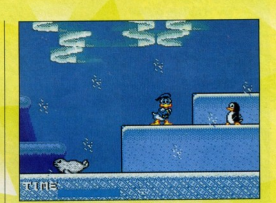
One lucky dime is buried deep in the snow and ice of Antarctica. Vicious albino seals, rabid penguins, saw-toothed sharks and blinding wind and snow set the stage for a frigid, perilous adventure.



Another dime is located deep within a pharaoh's tomb in one of the great pyramids of Egypt. Bats, scorpions, falling columns, sandtraps and roaming mummies try to make duck soup out of Donald.

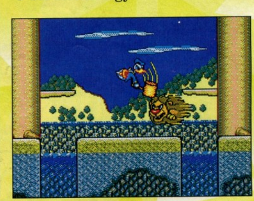
The last dime is hidden within the bowels of a volcano on a Polynesian island. Angry natives unmercifully attack Donald and faces form on the inside of the volcano walls vomiting red molten lava. Fireballs explode from the volcano's bubbling floor and singe any fair-feathered friend that may be unfortunate enough to get in harm's way.

Once the lucky dimes have been recovered, Donald must then prepare himself for the final showdown with the hideous, devil-like Magica de Spell. This encounter is the fiercest yet and Donald will have to utilize all of the skills and crafts he has mastered if he is going to be victorious.



Use the hammer to defeat the bear. If you don't stop swinging, you should be able to eliminate the bear in no time.

You are going to be amazed the minute you turn on *The Lucky Dime Caper Starring Donald Duck in* for the Sega Master System. This cartridge is a graphic masterpiece. The sprites of the detailed bosses are a feast for the eyes and are among the best seen for any home video game system, 8-bit or 16-bit. Although Sega and Walt Disney have paid close attention to the graphic portion of this cartridge, gameplay and challenge have not been compromised in the least. The most experienced gamer will spend hours trying to overcome obstacles. Sega and Walt Disney are fortifying their reputation in the gaming industry with *The Lucky Dime Caper Starring Donald Duck,* and they are also proving that they remain dedicated and are constantly breaking new ground to bring you their very best in 8-bit technology.




NILES HAS JUST GOTTEN A GAME GEAR AND A COPY OF SHINOBI...
STONES & BONES
COOLNESS! THAT DEMENTO HELICOPTER HAS BEEN CONQUERED!
RAD-I-CAL! THE BLUE NINJA IS FREE!
LIKE, WHAT ARE YOU DOING, NILES?
LIBERATING THE YELLOW NINJA, DUDE!
AWESOMOSITY!
LATER, DUDE!
LATER, POSSE!
HE LIKES IT...
HELLO, NILES...
YO, YOUR MOMNESS...
ABOUT TO FREE THE FINAL BLUE NINJA!
THE PIZZA MAN WAS JUST HERE.
RIGHTEOUS.
OKAY, NINJA DUDES, YOU'RE ALL FREE...
AND WE'RE READY TO WASTE THE CITY OF FEAR!
MMM, THIS NEW NINJA PIZZA IS EXCELLENT.
CHOMP CHOMP CRUNCH
BUT NEXT TIME BOB & AL COULD, LIKE, LEAVE OFF THE LITTLE STARS!
AND NOW ALL I NEED TO KNOW IS- YAWN!- CAN I DREAM ABOUT THE GAME GEAR UNIVERSE...
AND... VISIT THE... CITY OF FEAR?
IT WOULD BE... TRULY RADICAL... TO FIGHT WITH THOSE COLOR-CODED... KARATE DUDES... ZZZzzzz...
HUNH? WHERE, LIKE AM I...?
HAAII-YA!
COOL-NESS! I MADE IT!
GOOD! WE HAVE A LONG WAY TO TRAVEL- OVER LAND, TOO! SIGH!
WATER WOULD BE BETTER, OF COURSE...
SPLASH
SO YOU HAVE FINALLY ARRIVED, RED NINJA NILES!
GOOD! THEN WE ARE OFF TO FACE ALMOST CERTAIN DEATH IN THE CITY OF FEAR!
I AM ALSO PREPARED TO LEAP INTO ACTION, NILES-SAN!
NILES & THE NINJAS IN THE CITY OF FEAR
SCRIPT BY BILL KUNKEL
ART BY DAVE SULLIVAN



OKAY, MARTIAL ARTS DUDES. I CAME A LONG WAY TO DO THIS, SO LET'S GET GOING!
HMPH, CITY NOT SO FEARFUL WHEN VIEWED UPSIDE-DOWN!
PUFFFSHHH
THEN, AFTER I REMOVE YOUR HEAD, I SHALL SHOW YOU THE CITY RIGHTSIDE UP, PINK BRAGGART!
HMM, SOMETHING TELLS ME HE ISN'T ON OUR SIDE...
YOUR OBSERVATION IS CORRECT, NILES-SAN! WE MUST DESTROY HIM!
KRRAACKKKLLE
AWE-SOME! YOU SERIOUSLY WASTED HIM, DUDE!
WISE VIDEO-GAME MAN SAY: "WASTE NOT; DIE SOON." AND THERE IS MORE TO COME!
BA-ROOOMM
AHEM
ER, OKAY DUDES! LOOKS LIKE IT'S NINJUTSU TIME!
NOW WE'LL REALLY RUMBLE!
RRRROOOMMM!
RRUUUUMMBLLLLE!
AAIEEE! WE ARE DOOMED!
RRRROOOOMM
SWIIISSHH
WE DID IT, DUDES! AND HEY, CHECK IT OUT—SPOILS OF CONQUEST! HEH, HEH!
NO, NILES-SAN!!
WHOA! BAD JUDGEMENT, DUDE!
NOOOO!
KA-BOOM
YEAH... BOB & AL CAN, LIKE... DEFINITELY LEAVE OFF THE... LITTLE STARS...
AH, WELL, THINGS DON'T ALWAYS END PERFECTLY, EVEN IN THE DREAMS OF THE WORLD'S COOLEST KID! SO UNTIL NEXT TIME: ALOHA, DUDES & DUDETTES!



Great Sega Brush-Off: The Final Chapter

So much talent! So little space! After looking at all your stupendous entries, we revised our award categories so we could hand out more prizes! But now we don't have room to show you all the winners! Rats! Categories and prizes are: Grand Prize -- Game Gear plus 5 Game Gear carts; Grand Prize Runners-up -- Game Gear; Best Artist in the categories of Master System, Game Gear, Unusual Medium, Sonic the Hedgehog, and Younger Artists -- 5 Genesis games.

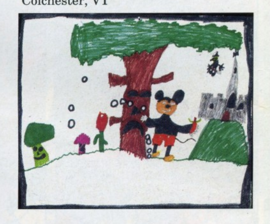
In the next issue, we'll show you more of the runner-up entries.

And the winners are as follows:

Grand Prize Winner:
Jerry Castillo
Anaheim, CA



Best Younger Artist
Jacques Goodroe
Colchester, VT



Best Game Gear
David Naglee
Whiting, NJ

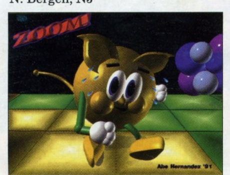


Grand Prize Runner-Up
Jeffery Campbell
Aurora, CO



Grand Prize Runner-Up
Christopher Kip
Syracuse, NY

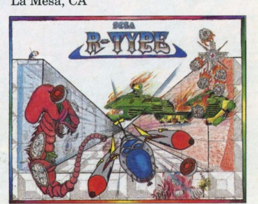
Best Unusual Medium
Abe Hernandez
N. Bergen, NJ



Best Sonic The Hedgehog
Patrick Dolan Rockford, IL



Best Master System
Steven Gallandt
La Mesa, CA

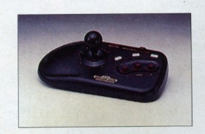


Want higher scores? Sega says: Get a grip!

When you're in the thick of the action, you've got to keep tight control...or you'll end up a smoking heap. Sega has three optional Genesis joysticks that put super accuracy in your hands. All three have Megafire, a truly awesome power-up that gives you the thrill of repeat firing at the touch of a button. Check these babies out!



CORDLESS ELITE™ WIRELESS: *Superior control and total freedom! No cords to hold you down or get tangled. Play anywhere in the room, up to 15 feet away.*



ARCADE POWER STICK™: *Pin-point arcade performance at home! Variable Megafire setting. Heavy duty construction takes a pounding.*



GENISTICK™: *Pistol grip for a realistic feel! Suction cups hold tight through the wildest action.*



CD-ROM blasts open new Genesis worlds

What could possibly be better than your arcade-quality Genesis? How can you improve on 16-bit perfection? We'll all find out this coming spring, when the Sega Genesis CD-ROM lands in the U.S. Stacking right under your Genesis, the CD-ROM adds the mammoth memory capacity of CDs and its own 16-bit power to Genesis's 16-bit. Wow!

The possibilities are beyond belief. The graphics alone will be amazing -- more complex than imaginable, with zoom "lens" effects and the capability of rotating on two axes. Think Genesis has great digital stereo sound now? The CD-ROM sound is identical to arcade games. The CD-quality audio is the ultimate in music, voices and sound effects. We definitely are poised on the edge of another new era in video games. Stay tuned.

Joe Montana gets computerized

Anywhere the action is, you'll find Sega: arcade, 8-bit, 16-bit, color portable, CD-ROM -- and now on computers, too!

Joe Montana Football™ is already playing on IBM PCs and compatibles with MS DOS. A big hit as a Master System, Genesis and Game Gear game, it is the top selling software sports title. And Sega has more up its sleeve. An add-on statistics disk for *Joe Montana Football™* is coming soon. Check out a computer game store near you; or call 1-800-USA-SEGA to order direct from Sega.

Sega hits the road

This fall, Sega is getting its act together and taking it on the road to 25 stores in 17 cities in 12 states. The Sega World Tour '91 will be visiting malls for the weekend to show off Sega's superiority and give gamers a chance to win a trip for four to the Nickelodeon Studios at Universal Studios in Florida or a 1991 Jeep Eagle.

From September through November, the tour will be stopping at the malls listed below. Listen to your local radio station or keep an eye on Nickelodeon for details!

TOUR #1

9/13 - Springfield Mall, Springfield, VA
9/20 - Monroeville Mall, Monroeville, PA
9/27 - Oxford Valley Mall, Langhorne, PA
10/4 - Smith Haven Mall, Lake Grove, NY
10/11- North Shore S.C., Peabody, MA
10/18 - Garden State Plaza, Paramus, NJ
10/25 - Brunswick Sq., E. Brunswick, NJ
11/1 - Freehold Raceway Mall, Freehold, NJ

TOUR #2

9/6 - Town East Mall, Mesquite, TX
9/20 - Northwest Plaza, St Louis, MO
9/27 - Wonderland Mall, Livonia, MI
10/4 - Parmatown Mall, Parma, OH
10/11 - Northgate Mall, Cincinnati, OH
10/18 - North Riverside Mall, Riverside, IL
10/25 - Lincolnwood Town Ctr., Chicago, IL
11/1 - Randhurst S.C., Mt. Prospect, IL
11/8 - Northtown Mall, Blaine, MN

TOUR #3

9/13 - Alderwood Mall, Lynnwood, WA
9/20 - Southland Mall, Hayward, CA
9/27 - Vallco Fashion Park, Cupertino, CA
10/11 - Plaza at W. Covina,W. Covina, CA
10/18 - Lakewood Ctr. Mall, Lakewood, CA
10/25 - Fallbrook Mall, West Hills, CA
11/1 - Del Amo Fashion Ctr., Torrence, CA

READY FOR SOME FOREIGN COMPETITION?

WORLD GAMES 1992

SEGA™

C. RIOUX

Okay — so you're the best video warrior/puzzle solver/role player/adventurer/athlete on your block. How about in your state? Or in the U.S.? Or for that matter, in the world? You may get a chance to establish your supremacy this coming spring when the Sega World Games get underway. Segaphiles, competing internationally on all three Sega systems, will find out once and for all who is the World's Greatest Gamer. Will the glory, the glamour, and the megaprizes be yours?

STAY TUNED TO SEGA VISIONS FOR DETAILS!

Would you participate in the Sega World Games? Fill out and return the Reader Survey at page 37.

NOW HERE. THIS.



Pictured: Joe Montana Football*

Game Gear, the color portable game system from Sega, is now available everywhere. With over 25 games by Christmas and great accessories like Gear-to-Gear Cable™ for head-to-head competition. Plus the TV Tuner that turns Game Gear into a color TV. And battery-saving options like the AC Adaptor, Rechargeable Battery Pack and Car Adaptor. So hold it right there. Right now. It's time to take off, and see what's in store.

Rechargeable Battery Pack

AC Adaptor



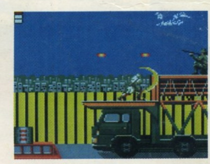
World Class Leaderboard Golf



Castle of Illusion starring Mickey Mouse



Clutch Hitter



Shinobi

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COLOR PORTABLE SEGA GAME SYSTEM

Optional TV Tuner**

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VHF 2 4 6 7 9 11 13
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SEGA PORTABLE VIDEO GAME SYSTEM
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